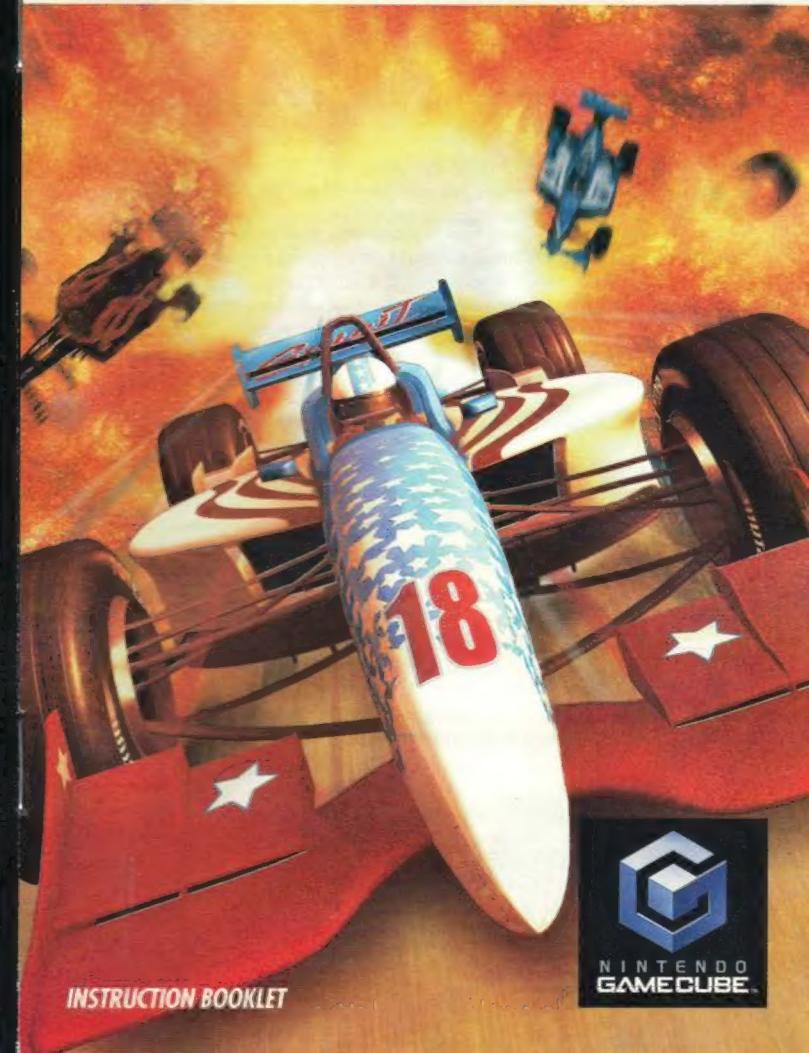




DRIVEN



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE



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EmuMovies

PRINTED IN USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.

1 Player



THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.

2 Player
Simultaneous



Memory
Card

THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE
ENTERTAINMENT SOFTWARE RATING BOARD. FOR
INFORMATION ABOUT THE ESRB RATING, OR TO
COMMENT ABOUT THE APPROPRIATENESS OF THE
RATING, PLEASE CONTACT THE ESRB AT
1-800-777-3772, OR VISIT WWW.ESRB.ORG.

TEEN (13+)

MILD LANGUAGE

LICENSED BY



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"Hi folks, I'm David Doyle. Welcome to this year's 'Driven Championship'. You join us at an exciting time, but what can you expect from this year's action? Well, we've got twelve of the biggest, baddest and best drivers this sport has to offer. They are ready to chance everything. To push themselves to the limit, in order to take the chequered flag.



We'll follow the racing action across the United States, race through the city streets of Angel's Bay in California and into Europe, hurtling through the winding, wooded circuit of Hexen Tal in Germany, to name but two.

These drivers will be pushing themselves to the limit, in order to secure victory for the team. Who will have the skill and the determination to push themselves and their car into the 'Zone'? Indeed only those who concentrate on the track ahead will manage to break into the 'Zone', and it's then we're gonna see some spectacular driving. At speeds in excess of 200Mph, don't blink! You don't want to miss a thing!

I must also remind viewers how dangerous this sport can be. A driver must be totally committed, as one small mistake can be disastrous for them and the team.

Let's not forget this sport is all about the 'team'. We heard that racing veteran Joe Tanto has been called in to assist with 'Team Spirit' s' hotshot rookie driver, Jimmy Bly. From what we've seen, Bly has the potential to be a star driver, but is having problems getting his act together on the track. Will Tanto's guidance be in time, for Bly to make a difference?

Keep watching race fans.

Drivers... start your engines...!"

CONTROLLER AND ACCESSORIES

Controller

Before playing, plug your Nintendo GameCube™ Controller into the first Nintendo GameCube™ Controller Socket on the far-left-side of the front of the Nintendo GameCube™. When turning the Nintendo GameCube™ power ON, do not move the Control Stick from its neutral position on the Controller. The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

Accessories

This game is compatible with the Nintendo GameCube™ Wireless Controller (Wave_Bird). Its functionality is exactly the same as the conventional controller, although it does not include a Rumble feature.

Driven also supports Nintendo GameCube™ Memory Cards and requires 3 blocks of memory to save game data and options. It is strongly advised that you insert a Nintendo GameCube™ Memory Card into the far left Nintendo GameCube™ Memory Card slot on the front of the Nintendo GameCube™ unit before powering ON the system. Make sure the Nintendo GameCube™ is turned OFF when inserting or removing accessories.



IN GAME CONTROLS

R BUTTON	– Accelerate
L BUTTON	– Brake
CONTROL STICK	– Steer left / right
CONTOL PAD	– Steer left / right
START/PAUSE	– Pause
C STICK	– Look left / right
B BUTTON	– Reverse
A BUTTON	– Look Behind
X BUTTON	– Change view
Y BUTTON	– Repair car
Z BUTTON	– N/A

To start playing Driven, first make sure that your Nintendo GameCube™ is turned OFF. Insert the Nintendo GameCube™ Game Disc into the Nintendo GameCube™. Press the Power button to turn ON the deck.



Use the Control Pad to highlight your desired language. Then press START to continue.

If you do not have a Nintendo GameCube™ Memory Card inserted into the Nintendo GameCube™, a screen will appear and warn you that you will not be able to save your progress. While you can play Driven without a Nintendo GameCube™ Memory Card, we strongly advise that you use one. If a Nintendo GameCube™ Memory Card is inserted, this warning screen will not appear.

After a short introductory sequence, the Title Screen will be displayed. press START to access the Main Menu. From this screen you can choose ARCADE MODE, STORY MODE, MULTIPLAYER or OPTIONS.

GETTING STARTED

ARCADE MODE

ARCADE MODE consists of three championships: EURO CHAMPS; U.S. CHAMPS; and WORLD CHAMPS. Initially only EURO CHAMPS is available. Once you have come in first place in the EURO CHAMPS, then the U.S. CHAMPS will become available. By finishing the U.S. CHAMPS in first place, you will then gain access to the WORLD CHAMPS.

In addition to the CHAMPIONSHIP RACES, there is also SINGLE RACE, which will allow you to configure the kind of race you wish to play. Only tracks, which have been successfully completed in ARCADE MODE, will be available in SINGLE RACE.

For more details see: PLAYING THE GAME – ARCADE MODE

STORY MODE

Select your Starting Chapter and race through the high-octane world of Driven. Depending on the chapter, you'll race as part of 'Team Spirit' either as rookie driver, Jimmy Bly or seasoned pro, Joe Tanto. Each chapter will provide a new challenge, from the early 'Training Challenges' through to 'Team Blocking' and 'City Chases', as well as 'Head-to-Head Challenges' and fast paced, go-for-broke racing action. Make or break, it's up to you to get Jimmy to the podium!

For more details see: PLAYING THE GAME – STORY MODE

MULTIPLAYER MODE

Multiplayer allows two players to race split screen through some of the single player modes.

For more details see: PLAYING THE GAME – MULTIPLAYER MODE

THE OPTIONS SCREEN



The Main Menu screen allows you access to a menu that helps in customizing various aspects of Driven. If you wish to do this, use the Control Stick to select OPTIONS on the Main Menu and then press the A Button to bring up the following options menu.

GAME OPTIONS:

Speed -	Press < or > to change between Kph and Mph.
Initial View -	Press < or > to select the view that the game will default to at race start.
Map -	Turn Map on or off.
Radar -	Turn Radar on or off.
Times -	Turn lap timer on or off
Multiplayer Catch-up -	Select Multiplayer Catch-up mode. Multiplayer catch-up boosts the speed of the slower car, allowing for more competitive races especially when one player is better than the other.
Crash Cam -	Select Crash Cam level

CONTROLLER SET-UP:

Player 1 Vibration -	Select vibration; use < or > to toggle vibration on or off.
Player 2 Vibration -	Select vibration; use < or > to toggle vibration on or off.

BUTTON SET-UP:

Use < and > to select your desired button set-up. You have 4 presets to choose from, and this is configurable for both players.

AUDIO OPTIONS:

Sound mode - Press < or > to toggle between normal and surround sound.

Music volume - Press < and > to adjust the volume of in-game music.

Sound Effect volume - Press < and > to adjust the volume of in-game sound effects.

SCREEN OPTIONS:

Horizontal Adjust - Press < or > to adjust the horizontal screen position.

Vertical Adjust - Press ^ or v to adjust the vertical screen position.

LOAD:

Select this to load a previously saved Driven game and follow the on-screen prompts.

SAVE:

Select this to save current progress and options to Memory Card and follow on-screen prompts.

RESULTS:

Use < and > to view track records for each track.

ARCADE MODE

ARCADE - MODE CHAMPIONSHIP

During ARCADE MODE CHAMPIONSHIP races, you'll start from the back of the grid and have to fight your way forward into first place! You will be awarded championship points for your final position, and the higher the position, the higher the points. The driver with the highest number of championship points at the end of the championship will be the winner.

ARCADE - SINGLE RACE

Choose your driver, track, number of laps, and AI difficulty, then take to the track in a SINGLE RACE. Use this mode to practice each of the unlocked tracks and better your skills!



NOTE

If you set the number of AI opponents in SINGLE RACE to zero, this mode becomes a TIME TRIAL MODE with you racing against the clock to beat your fastest lap time.

STORY MODE

STORY MODE – HEAD TO HEAD



Some of the chapters in STORY MODE will involve a HEAD TO HEAD battle against another rival driver. Both drivers will start at the same time and the first car over the finish line will be the winner! In this type of race, there is no silver medal for finishing second. Take it to the edge and be a winner!

STORY MODE - BLOCKING



Team play is the important phrase here; it's not about winning, it's about protecting your team-mates position! As the blocker, you will have a limited amount of time to get from your start grid position to a position BEHIND your team-mate. You will then have to defend your team-mate's position from the

aggressive advances of rival drivers! Should you lose position behind your team-mate, you'll have a limited amount of time to get back into position. The blocking timers, which signify the amount of time you have to get into position, are displayed in the top centre of the HUD (see Blocking HUD).

STORY MODE - CITY CHASE



Your team-mate's have recklessly torn off down the busy city streets in their racing cars! Catch them at all cost! They have a head start on you, so you'll have to use all your skill and determination to catch them! Look out for oncoming traffic!

STORY MODE - RACES



Racing as Jimmy, prove you're number one in this championship and secure a 1st place! As in ARCADE CHAMPIONSHIP, race against the field and try and come in the top spot. Watch out for Brandenburg's advances! Concentrate on the track ahead; get into the 'Zone' to take pole position.

STORY MODE - TRAINING

TRAINING MODE allows you to familiarize yourself with the specific play mechanics of each mode. Training will be prompted at specific points during story mode.

MULTIPLAYER MODE



CHAMPIONSHIPS

Play the EURO CHAMPS, U.S CHAMPS and WORLD CHAMPS as in ARCADE MODE. You must win in each of the multiplayer championships to unlock the next. Play either Co-operatively or against one another.

The winner will be decided on points at the end of a championship.

CO-OPERATIVE CHAMPIONSHIPS

Choose this option to play Co-operatively through a championship. To do this, both players must select drivers on the same team e.g. Jimmy Bly and Joe Tanto, or Beau Brandenburg and Max Manley. When drivers on the same team have been highlighted, the words TEAM MATE will flash onscreen signifying Co-operative multiplayer is active. Each player's points will be combined into a team point total. The team with the highest points wins.

SINGLE RACE

Set up the kind of race you want; choose your drivers, track, number of laps, and CPU AI difficulty. It's go for broke - the first player over the line wins! The results of each player will be recorded within the RESULTS TABLE in the OPTION SCREEN for each track.

REPLAYS

After each race you will be offered the option to view a replay of the race you have just competed within.

REPLAY CONTROLS

Use the Controller change view Button to view the replay from any of the in car views. Use the Z button to return to track cameras. Use Y button to change the car you are viewing.

LOADING / SAVING

The game will prompt you to save after completing various challenges within the game. Should you forget to save at these points, you can save from the OPTIONS MENU / SAVE.

NOTE

All game saves will save your current progress through the game and any OPTIONS you may have changed in the OPTIONS MENU.

DAMAGE

Accidents do happen and at over 200 mph they tend to have dramatic consequences! Due to the nature of open wheel racing, any collision can damage your car. Each of the detachable components will sustain damage with each impact. The harder and more frequent the impact, the higher the damage, until eventually the damaged component will break off.

Arcade - Damage

During ARCADE RACES, your car will be replaced should your car lose a wheel or crash and remain upside down! Be warned, you only have a limited amount of cars, so drive carefully!

Story Mode - Damage

Should you lose a wheel in a STORY MODE chapter, then it will be GAME OVER and you'll have to retry the chapter. No second chances here, so drive carefully and avoid collisions at all costs.

Do you have the skill to take it to the edge, shave fractions of a second off your lap times, and enter the 'Zone'? Can you then push yourself even further, onto the 'ragged edge'?

The 'Zone' is a state of mind. It is when your driver is at ultimate concentration. Their focus is on the race, on the track, and the first place they must achieve. Their concentration becomes blinkered on the track ahead. They feel as if they are one with the car.

Going into the 'Zone' is more than just an effect! Your driver is able to push the performance of the car to its limit, allowing it to go faster, corner quicker, and achieve that fastest lap time. However, if you drop off the pace or make a mistake, your driver's concentration is shattered and you will drop abruptly out of the 'Zone'. It is then up to you to clear your mind and concentrate. Focus on the track ahead and push your ability once more.

The 'Zone' bar on the bottom left of the screen will gradually fill (only in SINGLE PLAY). The better you race, the more it will fill until you are in the 'Zone'. Be warned, the slightest drop in pace or an accident will take you out of the 'Zone'.



Angel's Bay – California, USA

The West Coast's answer to Monte Carlo, and known as Fallen Angel's Bay by the teams. This course boasts looks that can kill.

Chase Manhattan – New York, USA

Speed through the city that never sleeps. From west to east Manhattan along 59th – cut through central park – and then dash across Queensboro Bridge – this is a chase not a race!

Hexen Tal – Heielburg, Germany

The area surrounding this circuit is well known in German folklore and fairytales but it is our modern magicians who leave the spectators spellbound.

Manley Park – Staffordshire, England

Ex East-End boxer turned media mogul Rex Manley, the father of racing ace Max, has his English home in the grounds of Manley Park and can be seen roaming around his manor on race days.

Poursuite Parisienne – Paris, France

Paris by night is a wonderful place for a chase. The pursuit takes place deep in the heart of the French capital along wide, tree-lined boulevards and past imposing historical buildings.

The Desert Palace – Arizona, USA

Now the home of Team Spirit, this oval was once a stunning example of American modernism. Thanks to Karl Henry, the 'Deserted palace' has been saved from the sands of time.

Tour de Triomphe – Paris, France

Victorious charioteers hungry for praise from the adoring masses historically undertook the Tour De Triomphe. The same level of excitement can be witnessed today.

New York City – New York, USA

This is longest and most difficult course of the tour. The drivers are pushed to the limit of their abilities by the angular layout of the Manhattan streets.

Jimmy Bly - Team Spirit's new season hotshot driver. At only 21 years of age, he has successfully won the initial five races of the new championship. From an early age Bly's driving talent was evident and was openly encouraged by his family. His elder brother has been his manager for a number of years, helping Jimmy build up his profile in the motor racing scene leading to his being hired by 'Team Spirit'. Recently his ability has started to waver, as he is unable to focus on the race. Many say he is under pressure from the frenetic and glamorous lifestyle a high profile motor racing star can lead. The team are starting to lose points - Bly needs to get it together or he'll be kicked off the team.



Joe Tanto – At 37 years old and one of the oldest drivers in this year's season, racing veteran Tanto is back with 'Team Spirit'. Nicknamed 'the Hummer', due to his humming in the days when he pushed himself close to the edge, Tanto was a successful, confident driver. Tanto was driving towards taking the season championship, but fate caught him in a terrible accident, which brought his career to a crashing halt. Some speculate that he lost his nerve after this and coupled with the failure of his marriage, he sought solace in the bottom of a bottle. Now he is back on the racetrack to prove he still has what it takes to be the best.



Beau Brandenburg – Winner of last year's 'Driven Championship', Beau Brandenburg has returned to defend his title and be the reigning champion for another year running. Already under stiff competition, he has lost first place five times to season rookie Jimmy Bly. Brandenburg is a calculated driver. He is able to push himself, when others are unable. Social distraction may be the cause of his current bad performance. Recent rumour is that he has split with his long-term girl friend, Sophia. Only time will tell if Brandenburg is able to snatch victory from Bly.



DRIVER PROFILES

Max Manley - Max Manley, son of Rex Manley the ex East-End boxer turned media mogul, has led an extremely privileged life, never wanting for anything. He was schooled internationally and though not very academic, he did well in the arts. Went to UCLA but was kicked out for organizing wild beach/desert parties and it was during this time that he developed a taste for speed. Rex has not spoken to Max since his very public exit from university - there was extensive media coverage (though not by any of Rex's newspapers or television channels). Max lives his life to the full, dating super waif models (currently Madison), attending all the premiers and parties, often seen in gossip magazines (usually unsteady on his feet or flat on his back). He even plays bass guitar for a west coast speed metal/rock with beats band called Bloodless Coup.



Yves Bardot - Studious and determined, Yves is a somewhat awkward figure in the glamorous world of motor racing. Born in Salzburg and educated in Berlin, Yves trained as an architect before his flair for open wheel racing earned him a place as a test driver for Nikimi. After just one season he was snapped up by Team Sabio and installed as their no.1 driver.



Maurice Defoe - One of the best of the new crop of drivers to appear in the early 90's. Maurice "Mo" Defoe, alongside the now retired Lee Takeshi, pulled Team Celltek back from the brink of bankruptcy with a blazing constructors championship-title winning run in his debut season. In the following year, however, allegations of team corruption and race fixing marred Defoe's reputation and his career nose-dived. After a few seasons of uninspired performances, he took an extended sabbatical - during which time he penned the all time best selling autobiography "The Universal Pneumatic" - and then returned to the racing fold with Team Sabio for a rumoured six-figure sum.



DRIVER PROFILES

Lia Lopez - Young and inexperienced, a former model and designer darling, Lia stepped from catwalk to cockpit, and spurred on by her father - himself a retired champion driver - confounded her critics with a spectacular win in only her second full season. Despite her fiery temperament and inconsistent race results, she remains a firm favourite with paparazzi and fans alike.



Aziz Meshiea - A well liked and charming prince in his native Yemen homeland, Aziz effectively bought himself onto the Nikimi team after acquiring a cool 40 million dollars worth of shares. Despite some excellent performances, he has yet to endear himself to the press or western public.



Rubin Stacks - Rubens emerged from Brazil's burgeoning touring car scene to become one of the most controversial young drivers of the last decade. A string of brilliant victories punctuated by amazing outbursts both on and off the track, coupled with his numerous and well-documented extra-marital affairs, has led him to become something of a cult hero amongst the young. A wild and unpredictable driver, his fame reached new heights worldwide after the infamous "brake test" incident with Manley at Hexen Tal in '99.



Ray Carter - Ray was born into a family of racing fanatics and spent his formative years in the hard-nosed surroundings of north Belfast, Northern Ireland before moving to the US with his father and elder brother, Ryan, at the age of eighteen. After spending many years trackside as a test driver and mechanic for some of the lesser known teams, Ray earned almost overnight fame after deputizing for the injured Defoe in the Angeles Bay race of '93' and reining in a two lap deficit to finish just 4/10's of second behind the mighty Joe Tanto. A veteran of the racing world and now great friend of Tanto's, he has driven with Team Cellteck for the last 5 seasons and is tipped to become a future team boss.



Scott Macey - The hot property of last season until the appearance Bly and his pretty boy image put Scott very much in the shade. A talented driver with an aggressive edge, he has struggled to maintain his form after a turbulent season which has seen him throw away winning positions - more often than not to Bly - on more than one occasion.



Suki - Suki has overcome immense personal difficulty to earn herself a place on the Cellteck team. The daughter of French and African parents, Suki was born and raised in Mauritius but spent long periods of time with her father in Paris. It was here that she first encountered the fast paced world of open wheel driving.



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ADDITIONAL ART:

DESIGNER:

IN-HOUSE QA:

ORIGINAL MUSIC:

FRONT END/STORY MODE MUSIC:

- "Atomic Moog 2000" written by More/Black/Brooke. Published by Just Isn't Music. p&c Ninja Tune. With thanks to Ali & Dean at Ninja Tune, and miles@scifimusic.co.uk
- Steve Cowell, Devsound
- Andrew S. Walsh
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SOUND FX / STORY MODE AUDIO:**ADDITIONAL IN GAME DIALOG
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- Scott Smith
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SPECIAL THANKS TO:

- Sylvester Stallone
- Estella Warren
- Renny Harlin

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